Bao-Jhih Shao

Urbana-Champaign, IL
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Github: https://github.com/bjchris32

Technical Skills

- Programming Languages: Ruby on Rails, NodeJS
- Technologies&Libraries: Postgres, Redis, MongoDB, Sidekiq, ElasticSearch, ReactJS, AngularJS, AWS(S3, DynamoDB, Lambda, Cloudwatch)
- Tools: Kubernetes, Docker, Terraform, Newrelic
- Related Courses: Artificial Intelligence, Machine Learning for Signal Processing

Work History

Snapsheet Chicago, US
Software Engineer Intern *May. 2023 - Aug. 2023*

- Implemented full-stack **Ruby on Rails** and **React** project to enhance training team efficiency
- Streamlined diverse data preparation with Sidekiq to enhance internal user experience

Shopline Taipei City, Taiwan
Software Engineer *Jul. 2018 - Jul. 2022*

- Improved server performance in product category page(>10k rps) with **Flame Graph** and enhanced it by more than 66% using memoization technics when loading data in server
- Decoupled checkout process, accelerating the order checkout system by 30% with **Sidekiq**
- Increased maintainability in 3rd party payments with **AWS Lambda** for at least 100k DAU
- Integrated **FaceBookAPI** in image system and promoted 10k clients to upgrade subscription

Otto Software Partner Taipei City, Taiwan
Programmer *Aug. 2016 - Apr. 2018*

- Integrated **Jenkins** into development flow to propelled the test coverage increase by 10%
- Acquired test-driven development skills using **minitest** and boost development efficiency
- Mentored three colleagues to onboard in daily e-commerce development process

Education

University of Illinois at Urbana-Champaign Illinois Champaign, Illinois
Master of Computer Science *Aug.2022 - Dec 2023*

National Chung Hsing University Taichung City, Taiwan
Bachelor of Computer Science and Engineering(GPA: 3.4/4.0) *Aug. 2012 - Jun. 2016*

Class Projects

Artificial Intelligence

- Simulated maze game with **A star search** algorithm and PyChess game with **minmax search** algorithm
- Fulfilled part of speech tagging using Hidden Markov Model(HMM) based on **Verterbi** algorithm

Audio Computing Laboratory

- Implemented machine learning techniques on audio/speech restoration and recognition with Python
- Identified music pieces with music retrieval model based on **Shazam** music recognition algorithm

Software Engineering

- Contributed to google's **Java** open source project to address implementation-dependent operations

Parallel Programming

- Pinpointed potential parallel operations in machine learning project and integrate with **CUDA** api